OP Dragonians (Draconians)

*Pistol D3 → D6 if w/in ½ range

Dragonian Soldier

No	M	WS	BS	S	T	W	A	Ld	Sv
3-9	12"	3+	3+	5	6	3	2	10	3++

Weapon: Fire Ball
Rng 8" Type Grenade D6 S7 AP-1 Dmg 1 Blast

Weapon: Fire Breath
Rng 6" Type PD3" S7 AP-1 Dmg 1 (Hits auto)

Weapon: Draconian Blastgun
Rng 24" Type RF1 S6 AP-2 Dmg 1

Weapon: Draconian Lasword
Rng Melee Type Melee S x2 AP-3 Dmg 2

abilities: Living Legends (see codex: Draconians)
Loose Formation: For this unit, unit coherency is defined as within 6" vertically and 2" horizontally.
Keywords: <HOUSE>, DRACONIAN, INFANTRY, PSYKER, FLY

Weapon ability: Dragon Fire organic, demonic, and undead models cannot recover wounds after taking Dmg from this weapon. Models destroyed by this weapon cannot return to the battlefield for any reason.

Draconian Warrior

No	M	WS	BS	S	T	W	A	Ld	Sv
3-7	16"	3+	3+	7	7	3	3	10	3++

Weapons: Fire Ball, Fire Breath, 2 Dragoons, Draconian Fire-sword

Dragoon
Rng 24" Type RF2 S8 AP-3 D1

Draconian Fire-sword
Choose a profile:
- Rng Melee Type Melee S x2 AP-4 Dmg 2
- Rng 6" Type Assault 1 S8 AP-2 Dmg 1

ability: Dragon Fire

abilities & Keywords: see <Dragonian Soldier>.

Draconian Guard

No	M	WS	BS	S	T	W	A	Ld	Sv
3-5	16"	2+	3+	7	7	4	2	12	3+/3++

Weapons: Fire Breath, Dra. Fire Ball, Dra. Fire Sword, Fire Spear

Dra. Fire Spear
Choose a profile:
- Rng 2½" Type Melee S x2 AP-3 D1
- Rng 5" Type Heavy 1 S8 AP-3 D2

ability: Dragon Fire

ability: Stave it off
When a charging enemy is chosen to fight this unit, resolve attacks from this weapon before it attacks.

abilities + Keywords: see <Draconian Soldier>,
+ ability: Guardians: When remaining stationary, get auto-hits in melee, +1 T, and +1 to Sv rolls. In addition, this unit can fire Overwatch at any unit it could see before it charged.

Draconian Slayer

same keywords as dragon soldier

No	M	WS	BS	S	T	W	A	Ld	Sv
1-3	12"	2+	5+	10	10	5	5	–	3++

Weapons: Fire Ball, Fire Breath, Draconian Double-Bladed Melta Sword

DDB Melta Sword
Rng Melee Type Melee S user +4 AP-5 D2 MW

Spell list:

Draconian Captain

No	M	WS	BS	S	T	W	A	Ld	Sv
1	16"	2+	3+	8	10	8	3	12	2+/3++

Weapons: Fire breath, Fire Ball, Melta sword, Dragon Fang Shield

Melta Sword
Rng Melee Type Melee S+4 AP-5 D/1 MW

Dragon Fang Shield
Rng 7" Type Assault 1 S user AP0 Dmg 1
ability: Ricochet
On a 5+, get an extra attack w/this weapon.

ability: rally point: units within 12" of this unit may consolidate OOP in the Morale phase, after Morale Tests and Combat Attrition tests, abil;

ability: Dragon Aura: within 6" of this unit, friendly units get +1 to Sv's and toughness.

Dragon Lord

*2d6 if w/in ½ range

No	M	WS	BS	S	T	W	A	Ld	Sv
1	24"	2+	2+	13	13	16	3	13	2+/2++

Dragon Fire ability on ea weapon

Weapons: Super Fire Breath, Super Fire Ball, Flaming Sword

Super Fire Breath
Rng 12" Type PD6* S14 AP-3 Dmg 3 (hits auto.)

Super Fire Ball
Rng 16" Type Grenade S14 AP-3 Dmg 3 Blast

Flaming Sword
Choose a profile:
- Rng Melee Type Melee S+4 AP-6 Dmg D6 MW
- Rng 24" Type Assault 1 S+4 AP-6 Dmg 3+D6 MW

ability: Dragon Fire

ability: Living Legends: 2d6 (see codex: Draconians)
<HOUSE>, DRACONIAN, PSYKER, FLY

Spell list:

Pretzel Bow Manga

Rules to cheat:

roll max 1d6 for WS/BS, re-roll for the same damage per extra wasted hit roll reduction/ attacks per the same (+ wound reduced)

auto-wounds, auto-hits, mortal wounds

attacker allocates wounds

force reroll of saves (successful saves)

wound rolls - greater strength 2+, equal strength 3+, lower strength 4+

extra normal wounds not lost

get extra damage if condition met

STAT not below 1, right? punishment per lower wound-bracket

always go first

auto-resolve roll offs, win or deny

objective secured - each model is worth 2 for objective ownership

Combat Attr.

take morale tests if below half strength

re-roll morale test

cause enemy morale tests out of phase

to move roll

3

in morale phase, if not in UC, consolidate, then remove models

get 2CP in Command Phase

Diff. 'Houses' (like S.M. Chapters)

can disembark w/in E.R. of enemies

can embark w/in E.R. of enemies

exploding transports - hurt enemies

loose formation

6"

3"

advance and always 6"

+1 to Advances + Charges

bonus for standing ground

can't shoot after falling back

can't shoot at enemies within E.R.

never suffer perils of the warp - instead, psych simply fails to manifest

can't shoot after falling back

can't shoot at enemies within E.R.

if you miss, resolve attack against your guys

Deny the Witch by 2 higher than your psyker's

warp charge of smite only goes up for failure

ignore 'look out sir' rule

+1 for all psych tests

after resolving close combat attacks, can't move in UC

Charge to ignore wounds

all enemies are in engagement range

overwatch

can't move w/in E.R. of non-targets when charging

5+ to wound double targets

Courage

Only take morale tests if below half strength

Re-roll combat attrition tests

Bonus for standing ground

can disembark w/in E.R. of Enemies

Bloodthirsty

after resolving melees, can pile in if no en. in E.R.

can charge or shoot after advancing

+1 to charges + to advances

attacker allocates wounds

can move w/in E.R. of non-targeted enemies when charging

cause enemy morale tests OOP

+1 to enemy morale roll

extra wounds not lost

Skill

auto-hits overwatch

Roll >1 d6 for hit + wound rolls, re-rolls for the same

+1's to hit + wound rolls

magic

warp charge of smite only goes up after failure

+1 to all psych test rolls

To deny the witch, enemies must beat your warp roll by 2.

never suffer POTW - simply fail to manifest spell

rage

force reroll of succ. Sv's

extra attack or damage for each lvl of limited modification

Boarding

OOP attack on E.R. enemies when attempting to board

exploding transports which hurt foes heal friends

Shoot after falling back

greed

Objective Secured

each model worth 2 for objective securing

Strength

auto-wounds

5+ to wound x2 targets

mortal wounds

Xtra dmg if condition met

Survival

if not in UC in morale phase, consolidate first, then remove models

chance to ignore wounds

Strategy

auto-resolve roll offs - win or deny

always go first

2CP ea Command Phase

loose formation